

CHRIS DARDIS
Animator/Character TD
Resume, March 2014

PERSONAL DETAILS

Home Address	8 Judith Street Carnegie Vic 3163 Australia	Phone	+61 430 170 640 (mobile)
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CAREER GOALS

Continue to develop workflows and tools for teams in order to support artistic endeavour.
Create ever more responsive and animation friendly rigs.
Find smarter, more creative ways of producing stunning moving imagery.

CREDITS

ANIMATION FOR GAMES

- Rise of the Guardians - The Videogame (XB360, PS3, Wii, 3DS, DS, Wii-U, due late 2012)
Lead Animator, Torus Games, Dreamworks/D3Publisher
- Madagascar 3 - The Videogame (3DS, DS, 2012)
Lead Animator, Torus Games, Dreamworks/D3Publisher
- Ben 10 - Galactic Racers (DS, 2011)
Animator, Torus Games/Tantalus, D3Publisher
- Scooby Doo – The Spooky Swamp (Wii and DS, 2011)
Lead Animator, Torus Games, Warner Bros. Interactive Entertainment
- Bigfoot - King of Crush (Wii, 2010)
Lead Animator, Torus Games, ZOO Publishing
- Stunt Flyer - Hero of the Skies (Wii, 2010)
Lead Animator, Torus Games, JustAGame
- Kid Adventures – Sky Captain (Wii, 2009)
Lead Animator, Torus Games, D3Publisher
- Scooby Doo – First Frights (Wii and DS, 2008)
Animator, Torus Games, Warner Bros. Interactive Entertainment

ANIMATION FOR TELEVISION

- Animalia – Series One (2008)
Animator, Digital Pictures Iloura, Channel 10, BBC, CBS

ANIMATION FOR ANIMATRONICS

- Sochi Winter Olympics Ceremonies, Animatronic Mascots
Animator, the Creature Technology Company, Ceremonies Staging Authority
- "Hearts and Lights", Animatronic Statue of Liberty
Animator, the Creature Technology Company, Radio City Music Hall NYC

CHARACTER TD

- Method, **Client – RAMS Home Loans**
1 Character (Photoreal with facial animation, Quadraped)
- Hackett Films, **Client – Digicel Pacific**
2 Characters (Cartoon, bipedal)
- Zspace, **Client – Australian Broadcasting Corporation**
1 Character (Cartoon, Biped/Quadruped hybrid)
- Heckler, **Client - "A Cautionary Tail"**
14 Characters (Bipedal)
- the Magnificent Itch, **Client - Nearby Nerd**
2 Characters (Cartoon, bipedal)
- Love Monkey Media, **Client - Boehringer Ingelheim & Eli Lilly and Company**
1 Character (Realistic, Bird)
- Torus Games, **Client(s) – Warner Brothers, Dreamworks Animation**
All Characters 2009-2012 (Game and Cutscene characters, bipedal/Quadraped/Avian/Insect/Prop)

CODE/TOOLS

- The Creature Technology Company, **Proprietary Software**
Languages - Python/PyMel, MEL, PySide and VLC player with python bindings.
DREPS 2.0 (Digital Recording, Editing and Playback System)
A system to capture, edit and export motion for large servo and hydraulic driven animatronic creatures. Second version (v1.0 by Domenic Di Giorgio).
- Virtual Knob-box**
A UI system to directly pose and animate creatures from within the Maya Interface
- Face Control**
System/ GUI to store and work with poses (servo values) inside Maya in an animation friendly fashion. Used for (but not limited to) lip-sync and facial animation.

LAYOUT/COMPOSITING/OTHER

- XYZ Studios, **Client - Honda**
Layout, Camera and Animation for 'Envirowatch' idents
- XYZ Studios, **Client – McDonalds**
Rotoscoping and some compositing for 'Olympic Dreams' commercial
- Gatecrasher, **Client - TransPerth**
3d stills for 'TransPerth in your inbox' billboard campaign

KEY PERSONAL ATTRIBUTES

- Strong character animation skills
- Organized thinking, lateral ideas to solve problems
- Collaborates well with technical staff
- Devotes time to continued study
- Well rounded CG/VFX knowledge and skills
- Friendly, calm, professional and positive at all times
- Strong Technical Skills
- Follows Feedback, acts on direction
- Schedules effectively and to scope
- Good leader, supportive and keen to mentor
- Fine art background
- General passion for film, television and games

SOFTWARE

Maya	Softimage	Photoshop
Python/PyMel/PySide/Xml	Maxwell Render	Hansoft project manager
Vray	Nuke	Sketchup
Fusion	Shave and a Haircut	Arnold

WORK CHRONOLOGY

- Global Creature Technology – Character TD/Programmer/Animator, July 2013 – March 2014
- Torus Games – Lead Animator, June 2009 – July 2012
- Torus Games - Animator, Animator/TD July 2008 – June 2009
- Freelance - Character TD, various clients, March 2008 – Present
- Digital Pictures Iloura - Animator, September 2006 – January 2008

EDUCATION

Animation Mentor Program, September 2008 — December 2010

Mentors: Dimos Vrysellas (RedRover, Dreamworks); Mike Kimmel (Sony Pictures Imageworks); Steve Cunningham (Dreamworks); Sean Ermy (ReelFX); Boola Robello (Disney); Sean Sexton (Dreamworks). Transcript available.

Diploma of 3d Animation, 2005 - 2006

Vancouver Film School

85.72% Cumulative Average, transcript available

PUBLICATIONS/APPEARANCES

Screen Education Magazine - Interview, Issue 59

"Illuminating Animation: Games Animator Chris Dardis" by Rowena Robertson

Good Game - TV Show, ABC

Season 4 episode 3, Interview - "Gaming Careers" - (airdate 22/09/2008)

WORK ELIGIBILITY

Australia/New Zealand

Eligible to work fulltime

United States

Eligible for Australian-only E3 visa (<http://canberra.usembassy.gov/e3visa.html>)

Canada

Eligible for Canada Work Permit

Europe/UK

Visa sponsorship as per the Schengen Convention requirements

Asia

Sponsorship required as per each countries laws dictate

REFEREES

1. Pauline Piper
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2. David Biggs
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